FIG.1

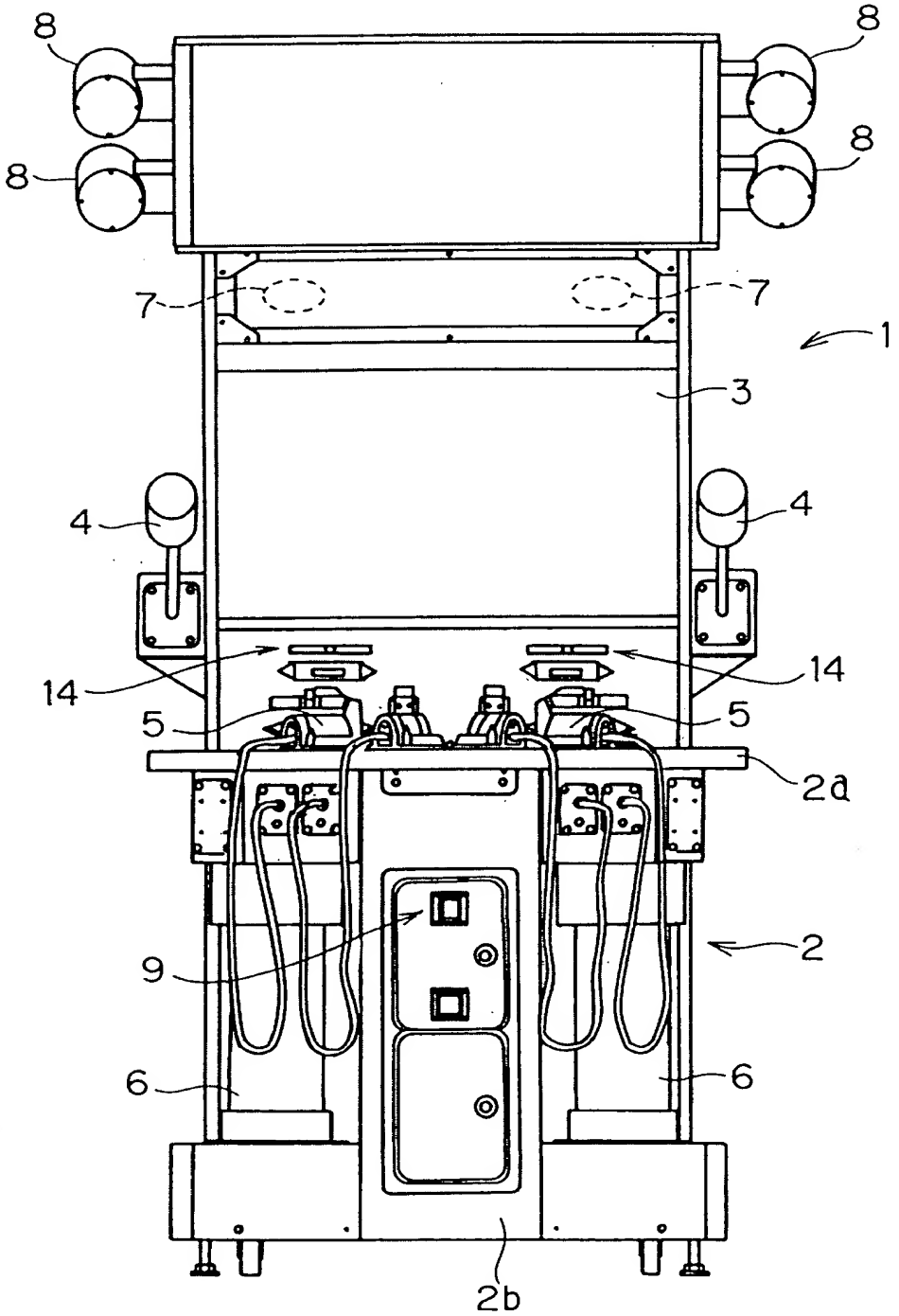


FIG.2

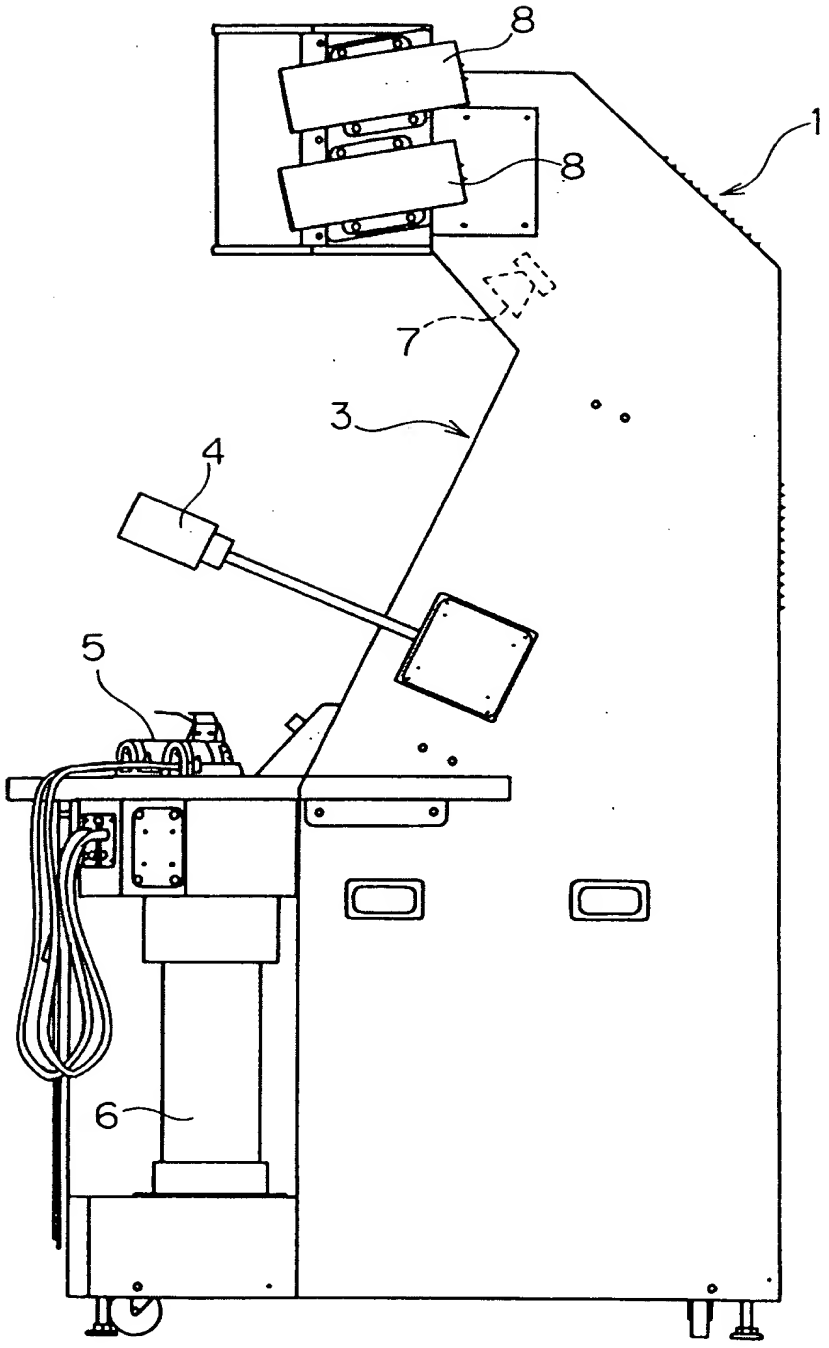


FIG.3

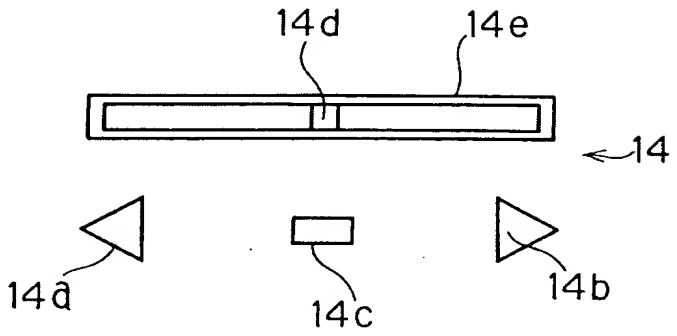
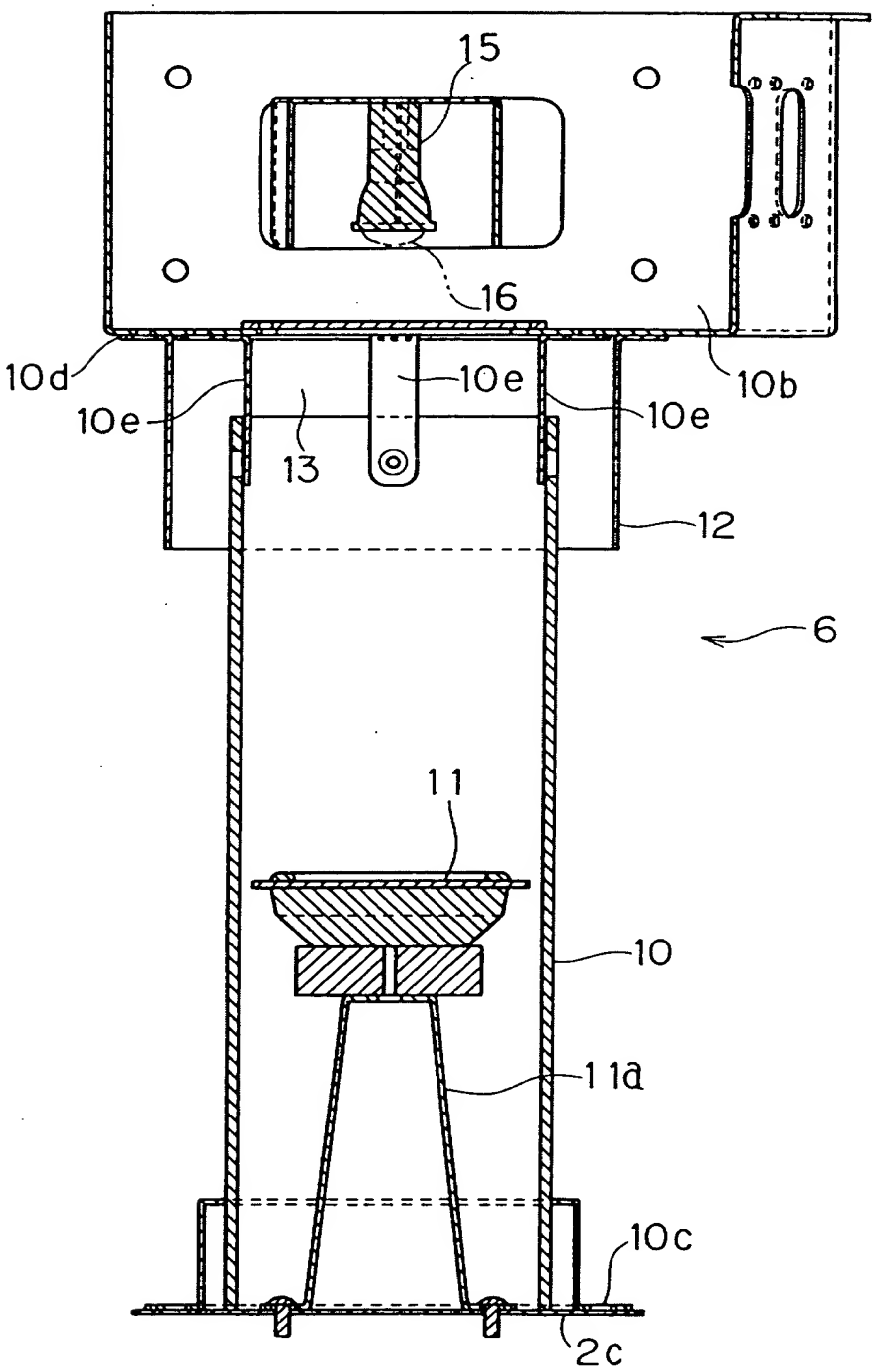


FIG.4



005060 "9595960

FIG.5

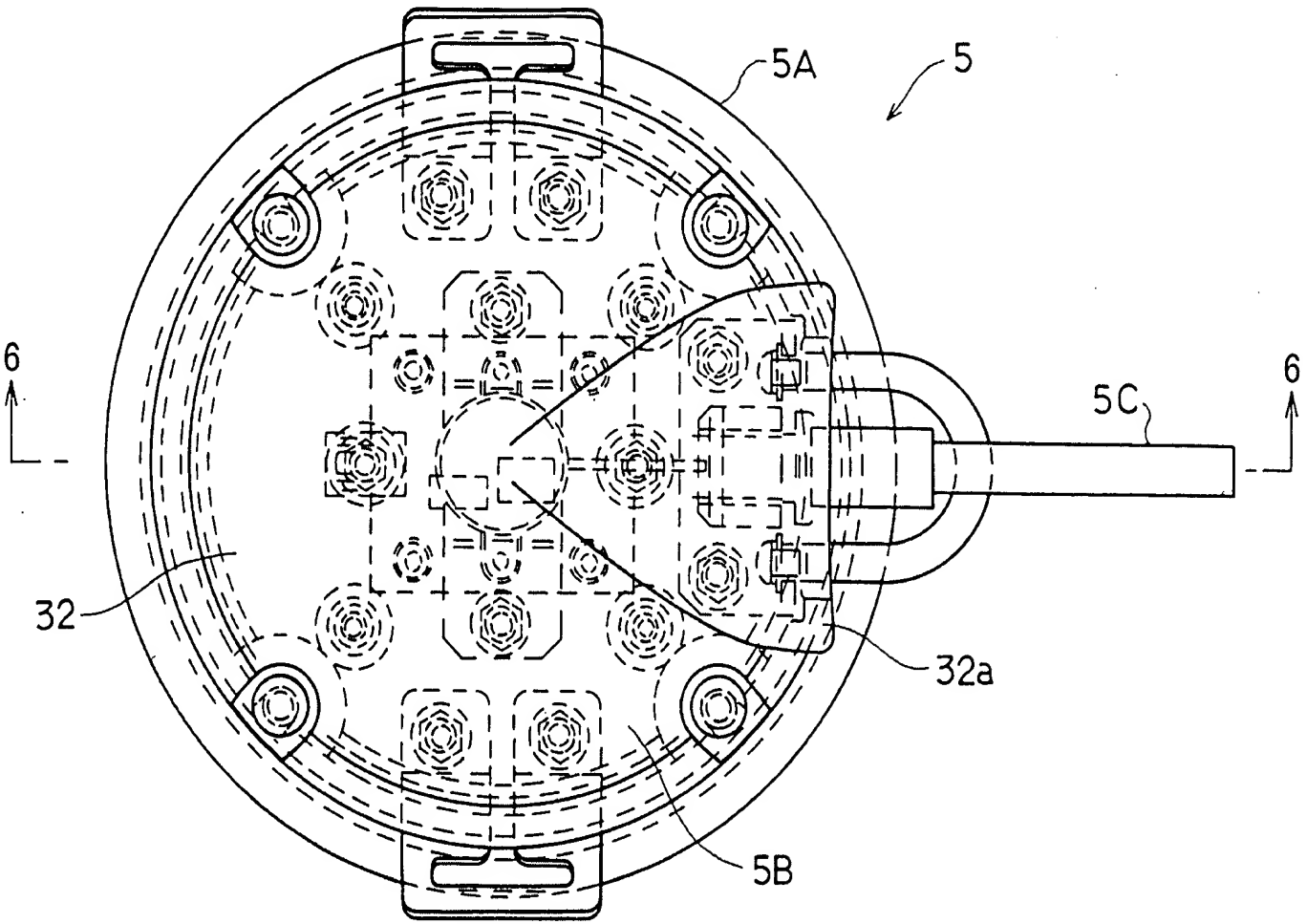


FIG.6

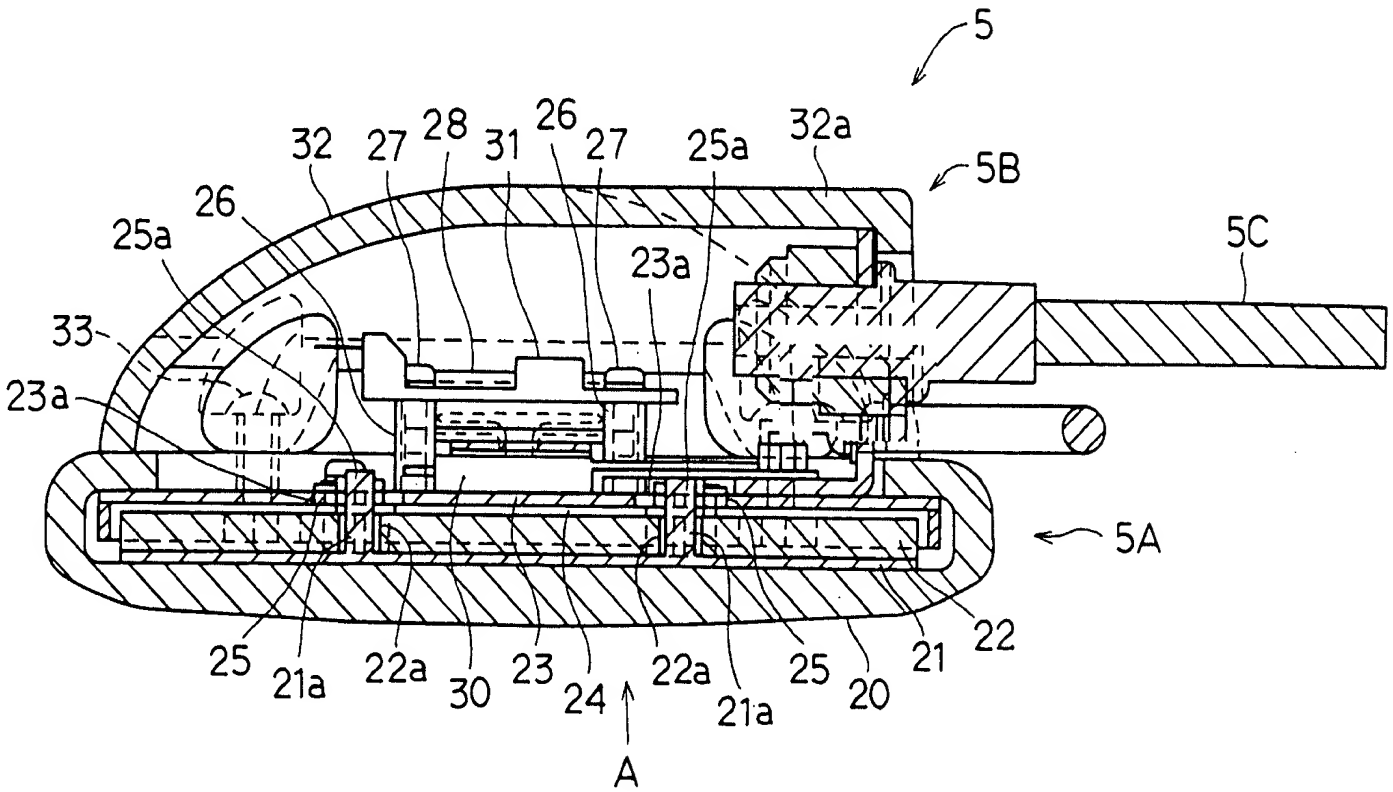

5
32
27
28
31
26
27
25a
32a
5B
26
25a
23a
5C
33
23a
5A
25
21a
22a
30
23
24
22a
21a
25
20
21
22
A

FIG.7

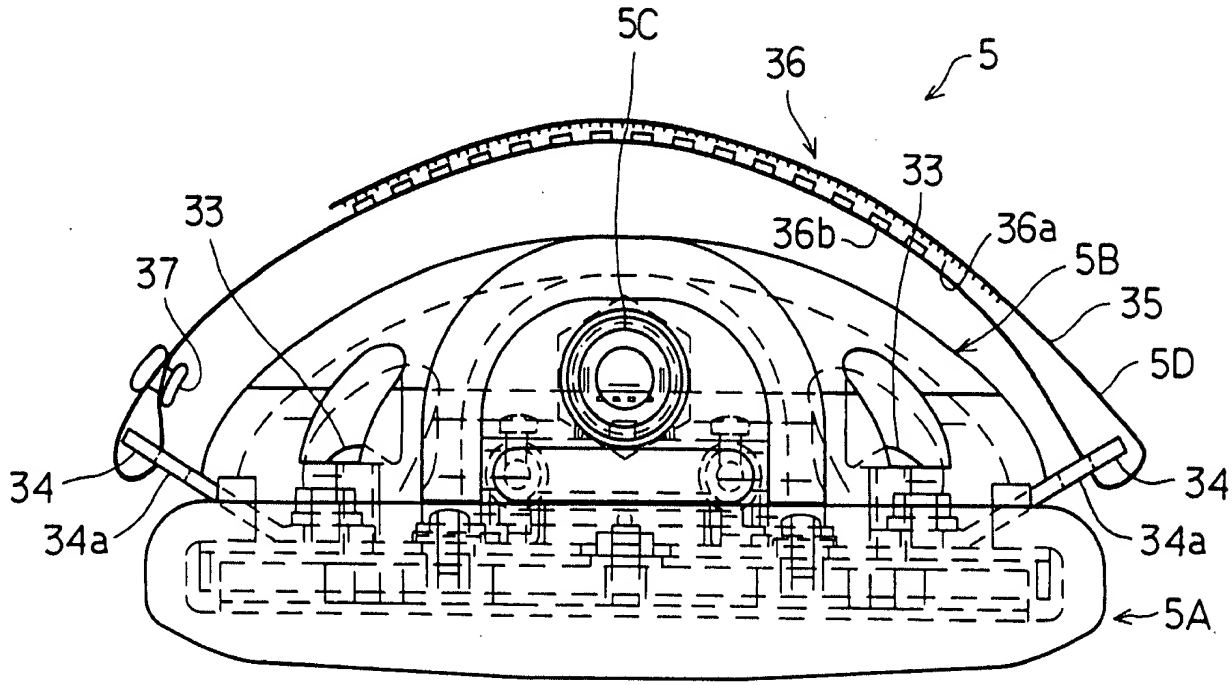


FIG.8

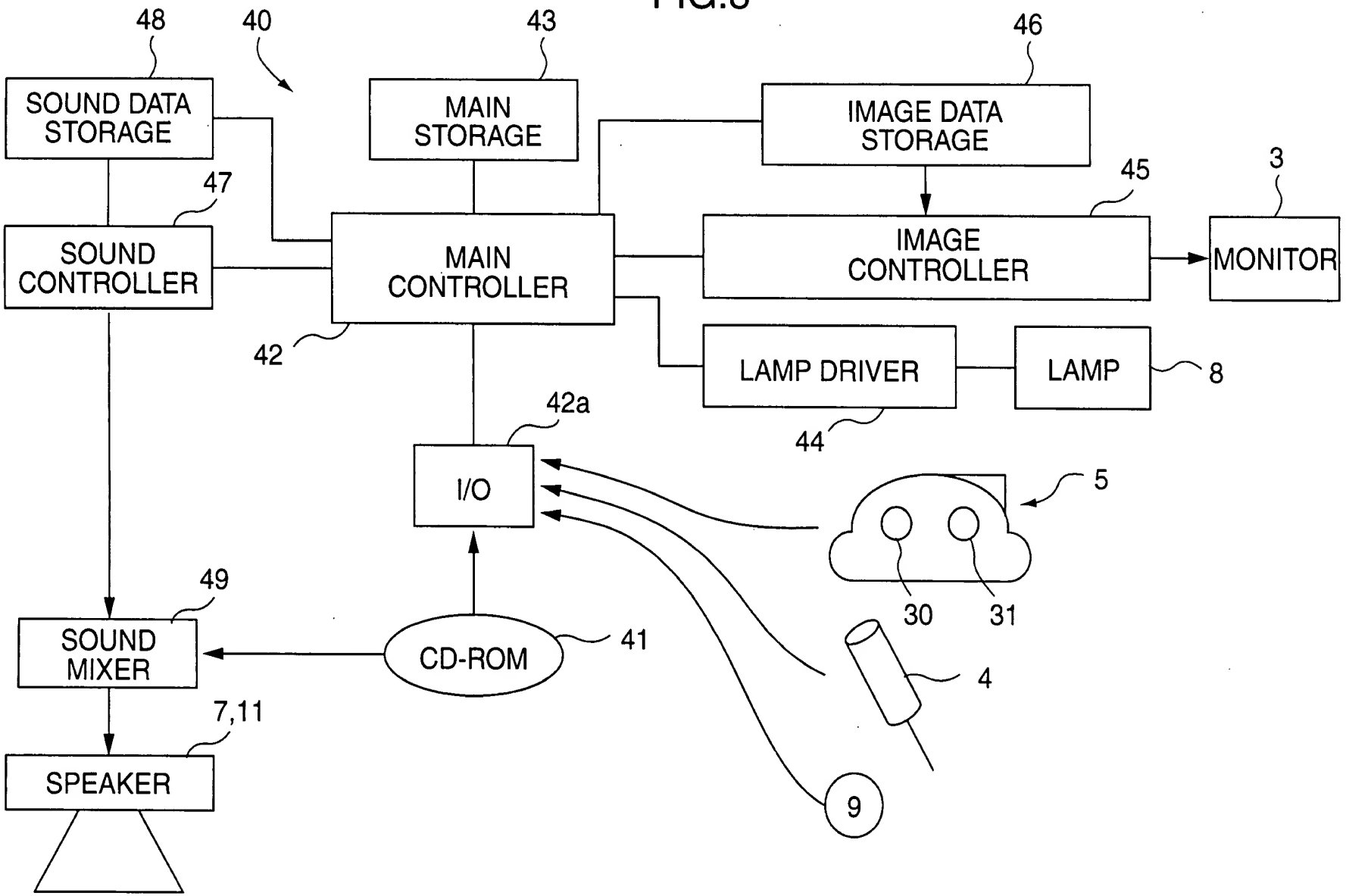

48
40
43
46
SOUND DATA STORAGE
MAIN STORAGE
IMAGE DATA STORAGE
47
45
3
SOUND CONTROLLER
MAIN CONTROLLER
IMAGE CONTROLLER
MONITOR
42
LAMP DRIVER
LAMP
8
42a
44
I/O
5
49
30
31
SOUND MIXER
CD-ROM
41
4
7,11
SPEAKER
9

FIG.9

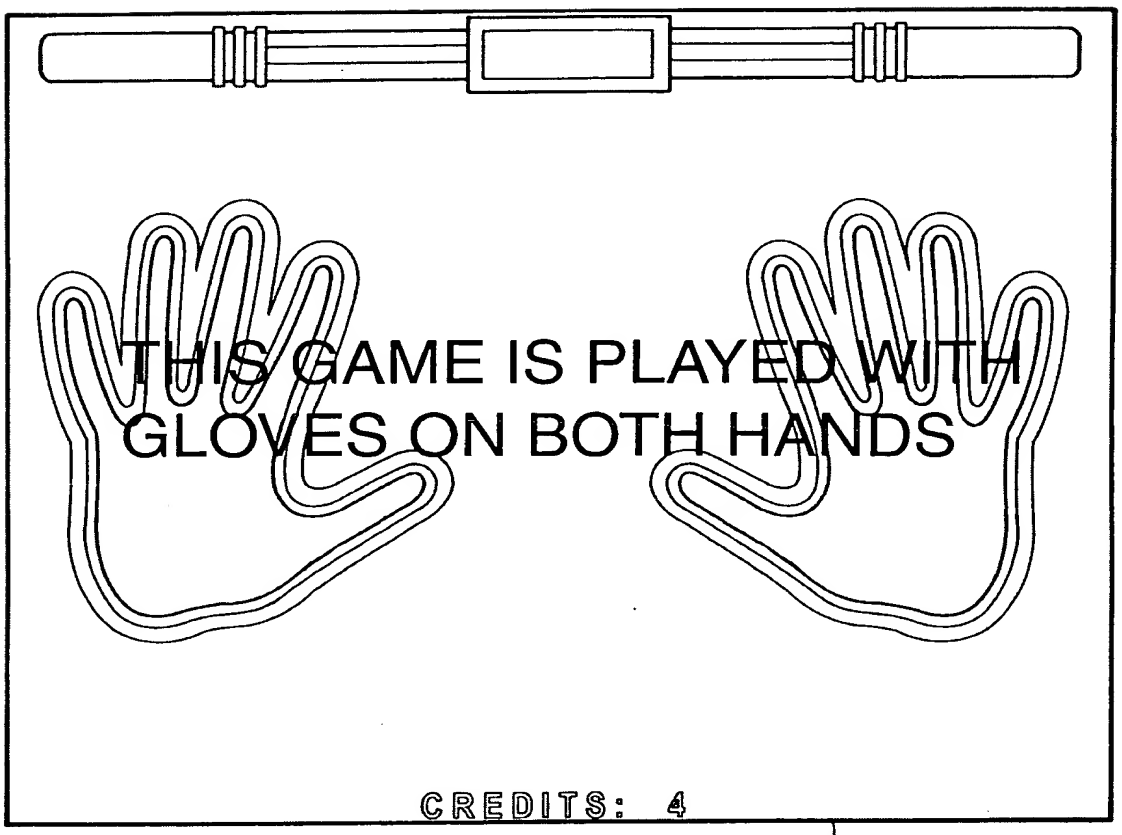


FIG.10

MONKEY	MONKEY SOUND
FUNKY	FUNKY SOUND
WOMAN	FEMALE SOUND
NORMAL	NONE
MAN	MALE SOUND
HUSKY	HUSKY SOUND
MONSTER	MONSTER SOUND
ROBOT	ROBOT SOUND

FIG.11

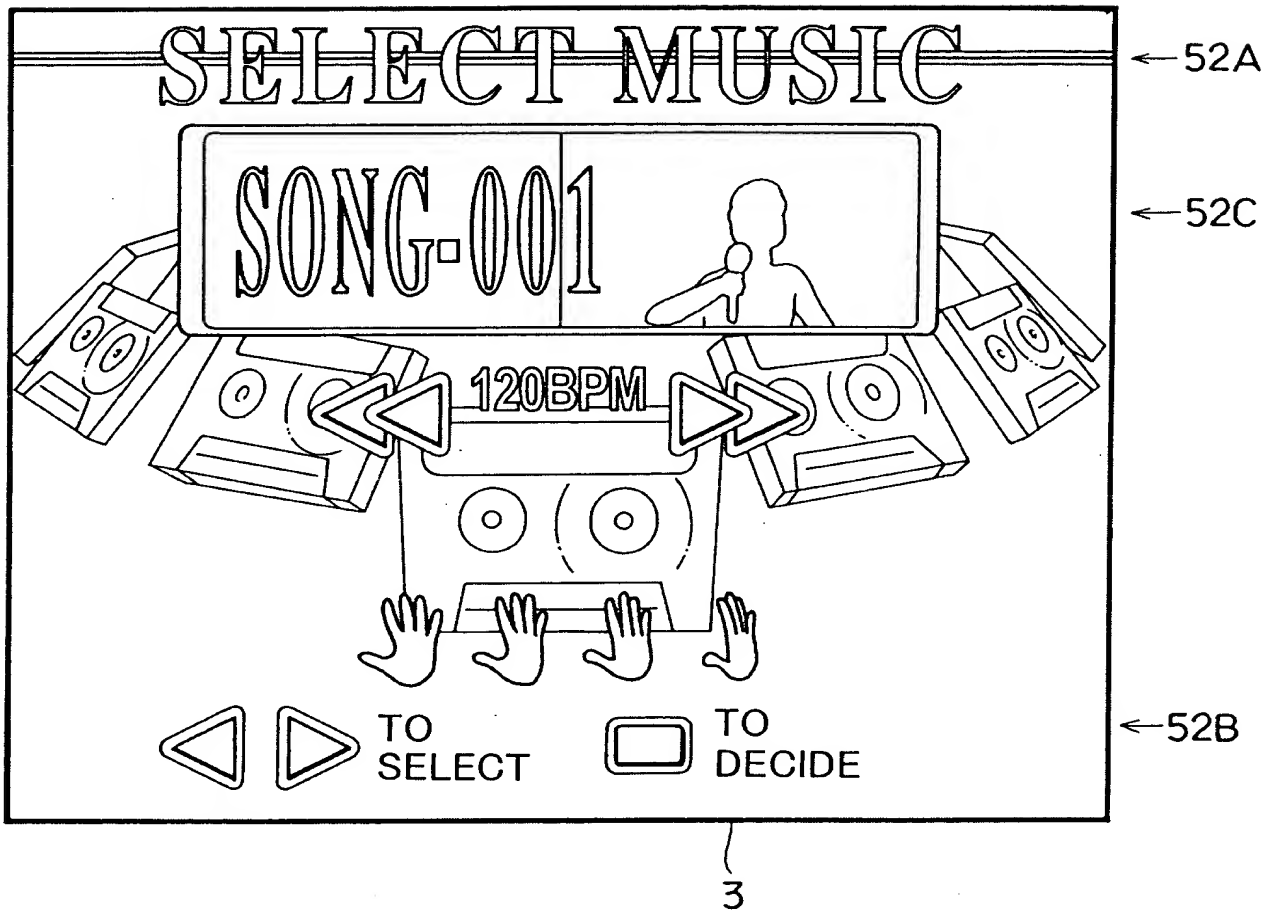

SELECT MUSIC
52A
SONG-001
52C
120BPM
TO SELECT
TO DECIDE
52B
3

FIG.12

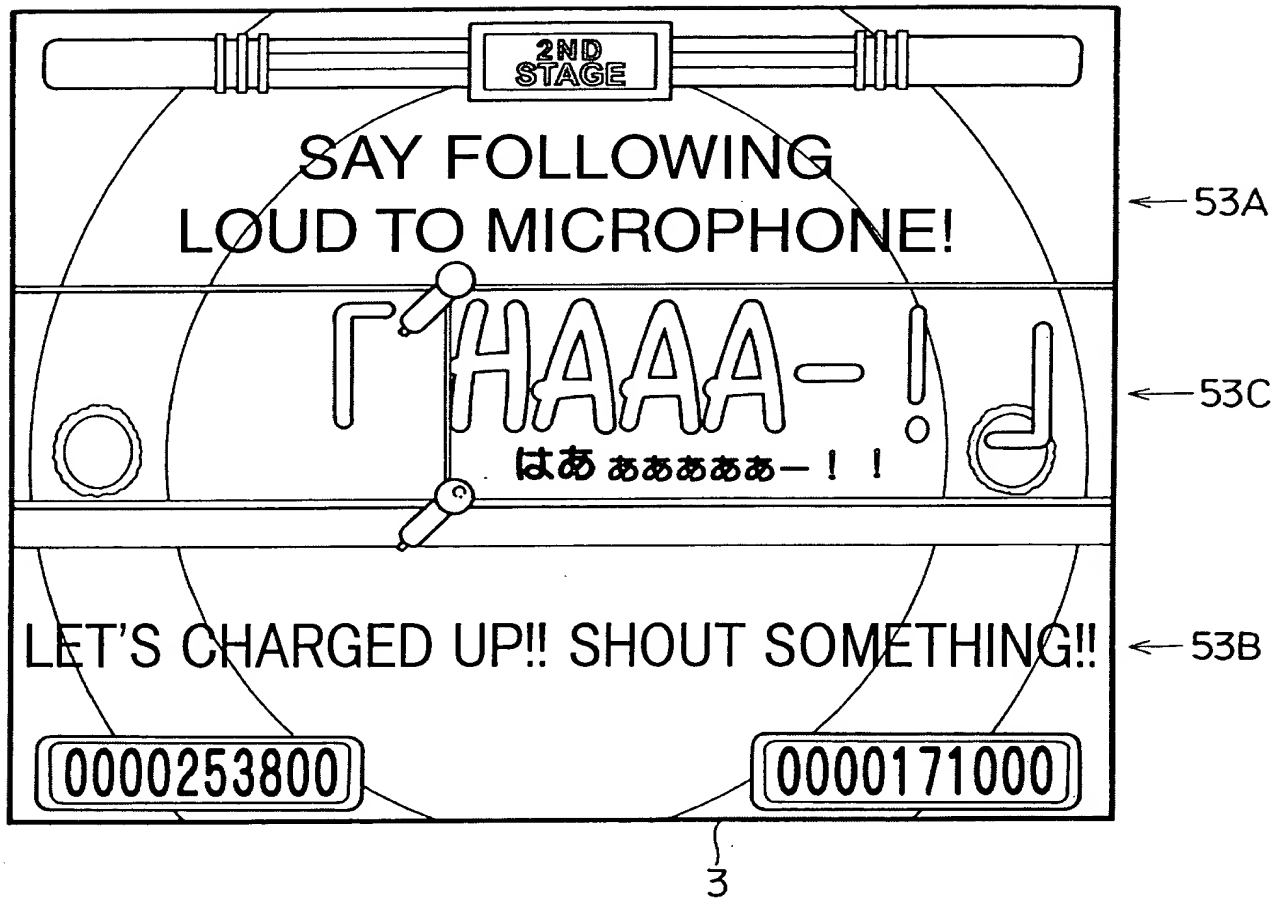

2ND STAGE
SAY FOLLOWING
LOUD TO MICROPHONE!
「HAAA-!」
はあ ああああああー！！
LET'S CHARGED UP!! SHOUT SOMETHING!!
0000253800
0000171000
53A
53C
53B
3

FIG.13A

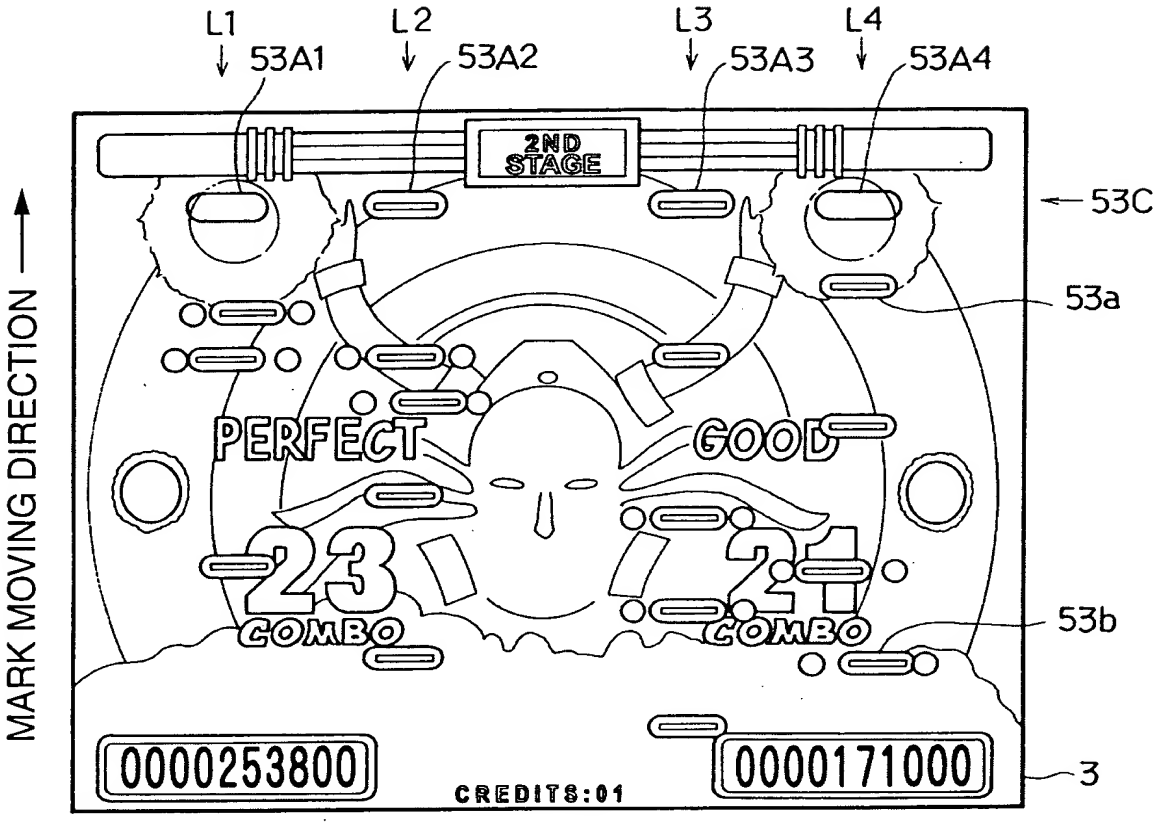


FIG.13B

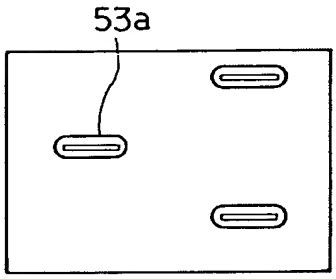


FIG.13C

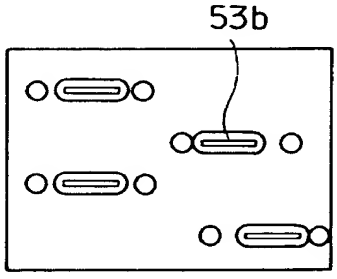
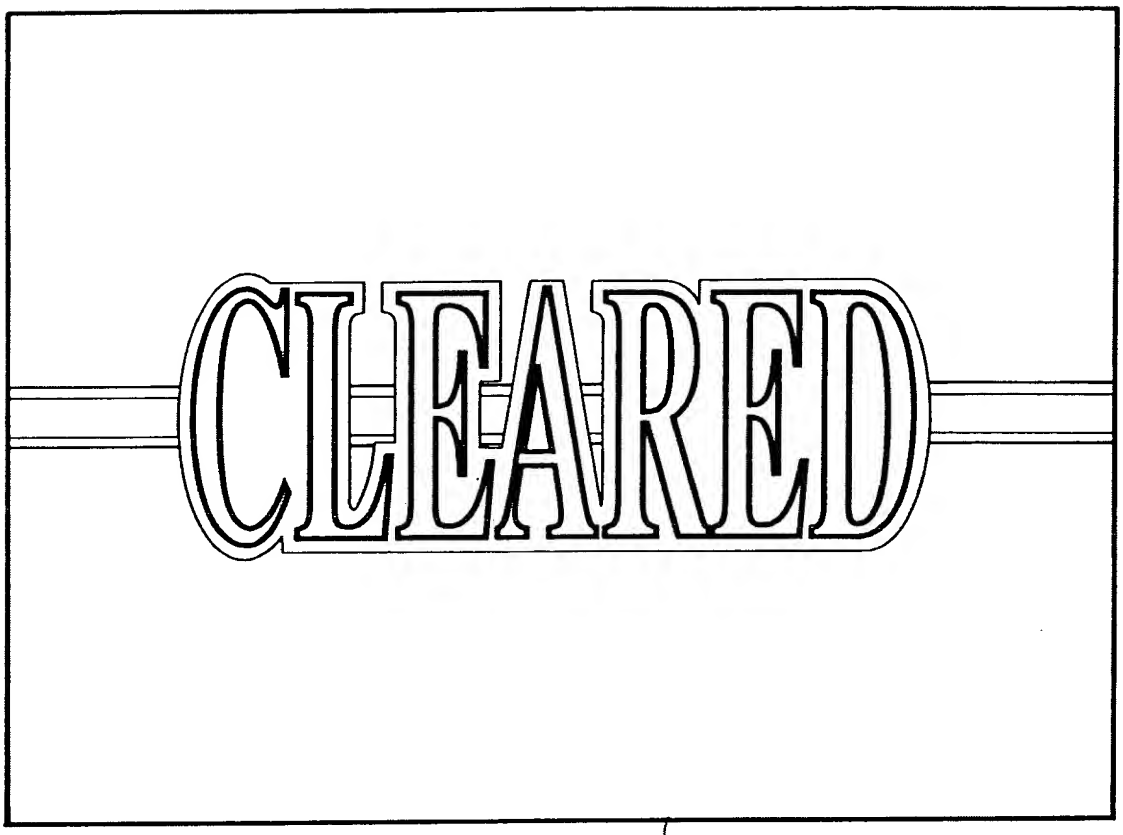


FIG.14



0955556-090500

FIG.15

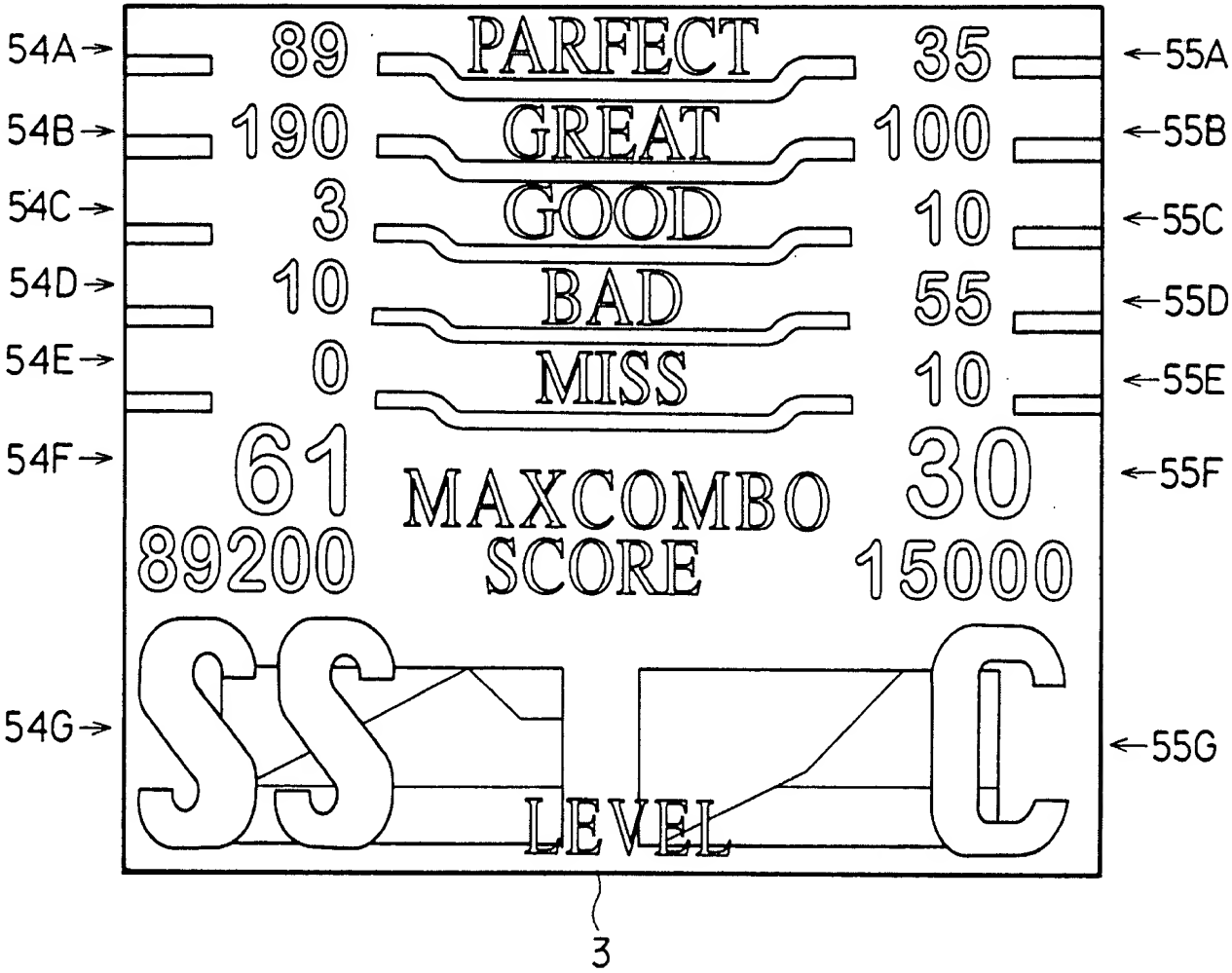

54A
89
PARFECT
35
55A
54B
190
GREAT
100
55B
54C
3
GOOD
10
55C
54D
10
BAD
55
55D
54E
0
MISS
10
55E
54F
61
MAXCOMBO
30
55F
89200
SCORE
15000
54G
SS
C
55G
LEVEL
3

FIG.16

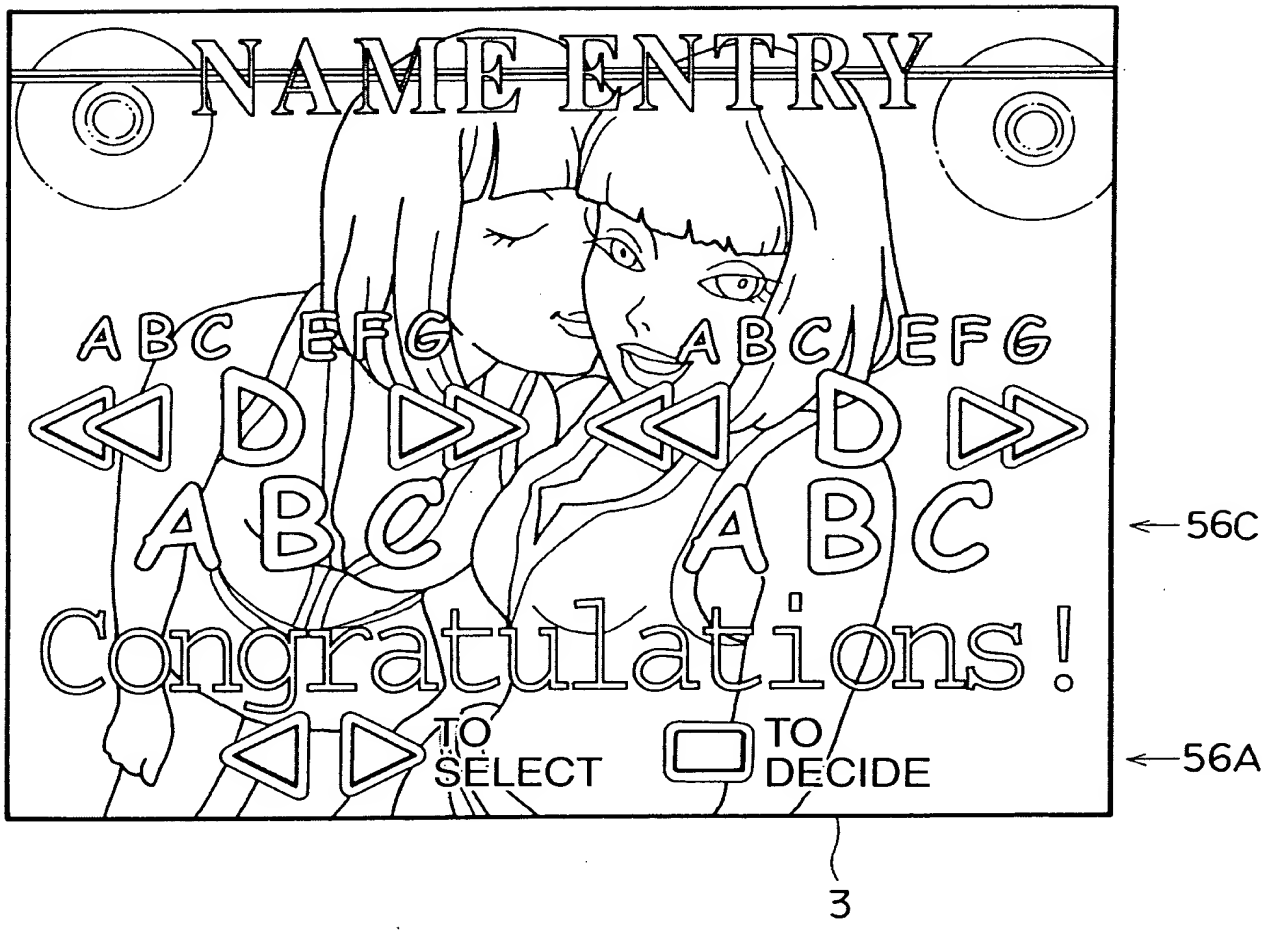

NAME ENTRY
ABC EFG
ABC EFG
ABC
ABC
Congratulations!
TO SELECT
TO DECIDE
56C
56A
3

FIG.17

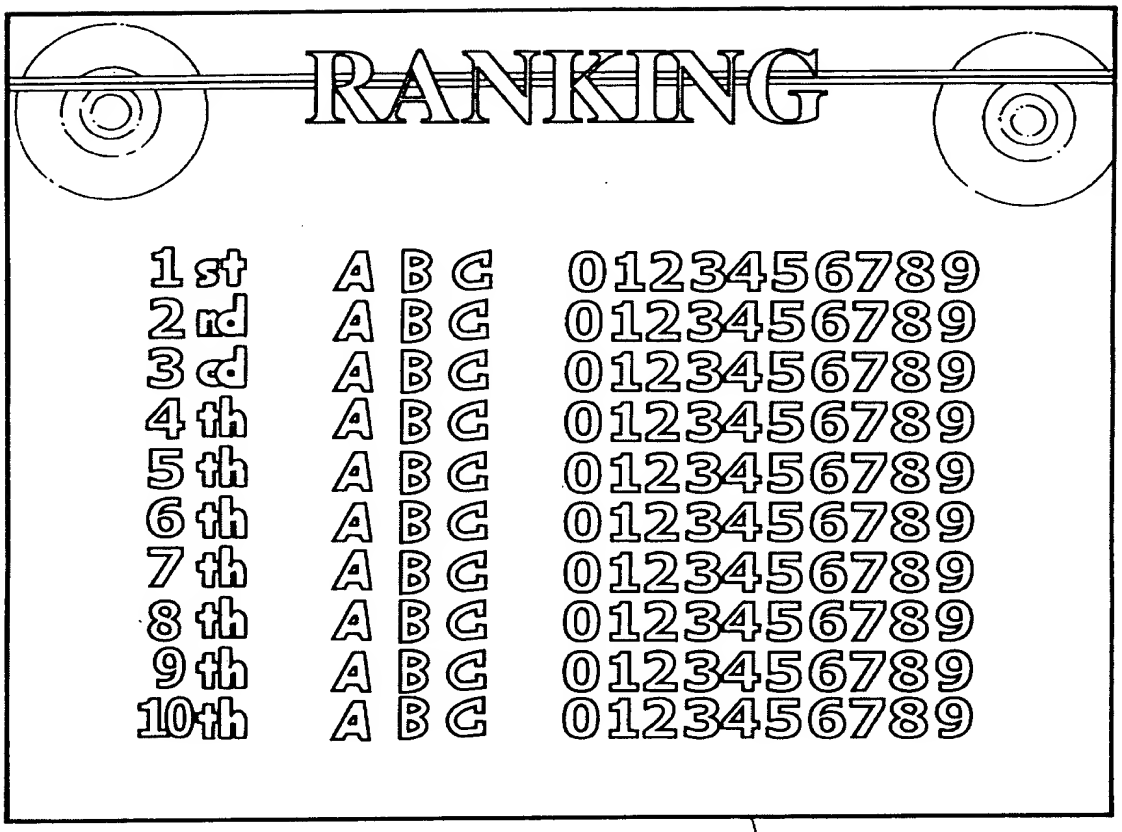

RANKING
1st A B C 0123456789
2nd A B C 0123456789
3cd A B C 0123456789
4th A B C 0123456789
5th A B C 0123456789
6th A B C 0123456789
7th A B C 0123456789
8th A B C 0123456789
9th A B C 0123456789
10th A B C 0123456789
3

FIG.18

3

FIG.19

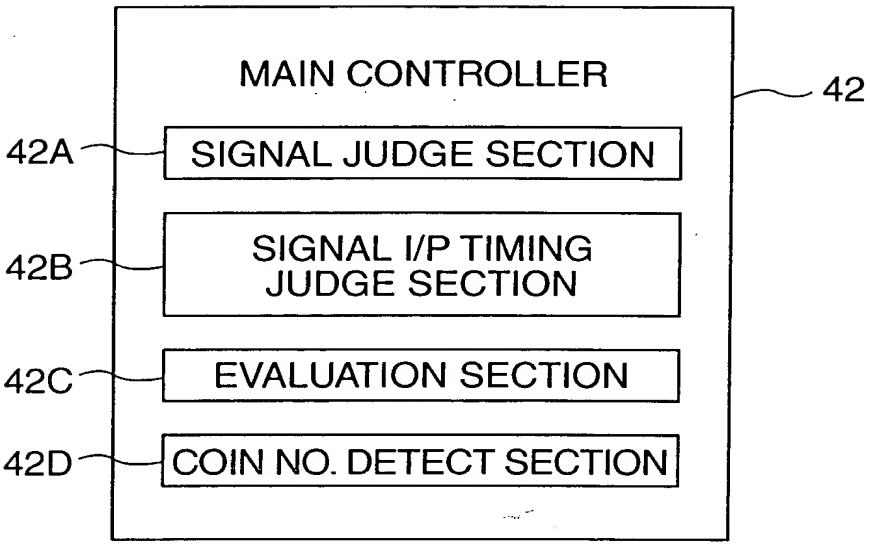

MAIN CONTROLLER
42
42A
SIGNAL JUDGE SECTION
42B
SIGNAL I/P TIMING JUDGE SECTION
42C
EVALUATION SECTION
42D
COIN NO. DETECT SECTION

FIG.20

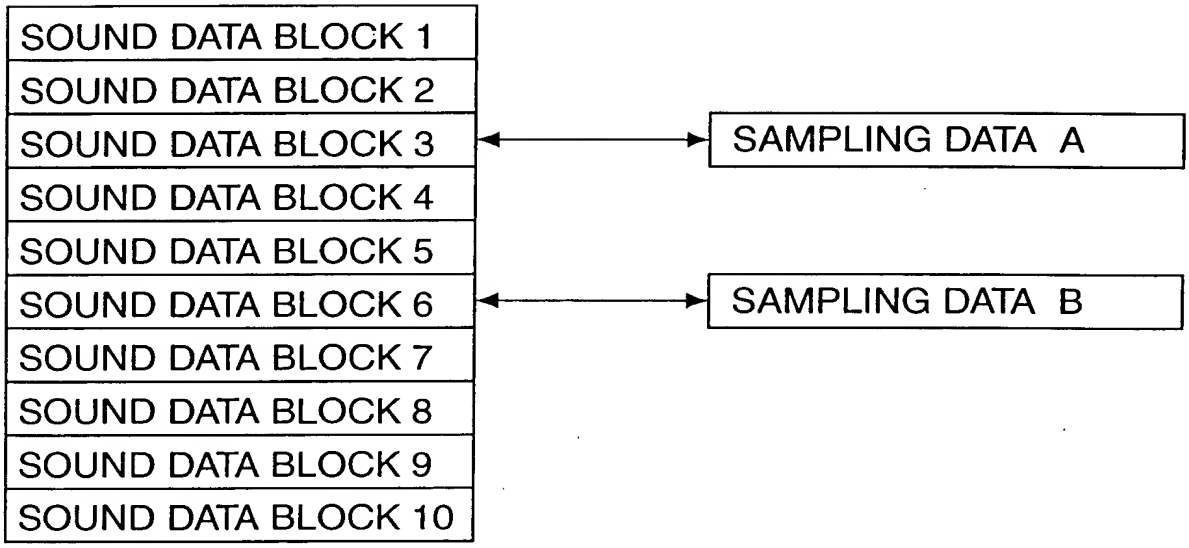


FIG.21

ORDER OF SOUND GENERATION	KINDS OF SOUND MODULATION	MODULATION BY SLIDER
SOUND DATA BLOCK 1	NONE	CAN BE ADDED
SAMPLING DATA B	× MODULATION 1	CAN BE ADDED
SAMPLING DATA A	× MODULATION 3	CAN BE ADDED
SOUND DATA BLOCK 4	NONE	CAN BE ADDED
SAMPLING DATA A	× MODULATION 1	CAN BE ADDED

FIG.22

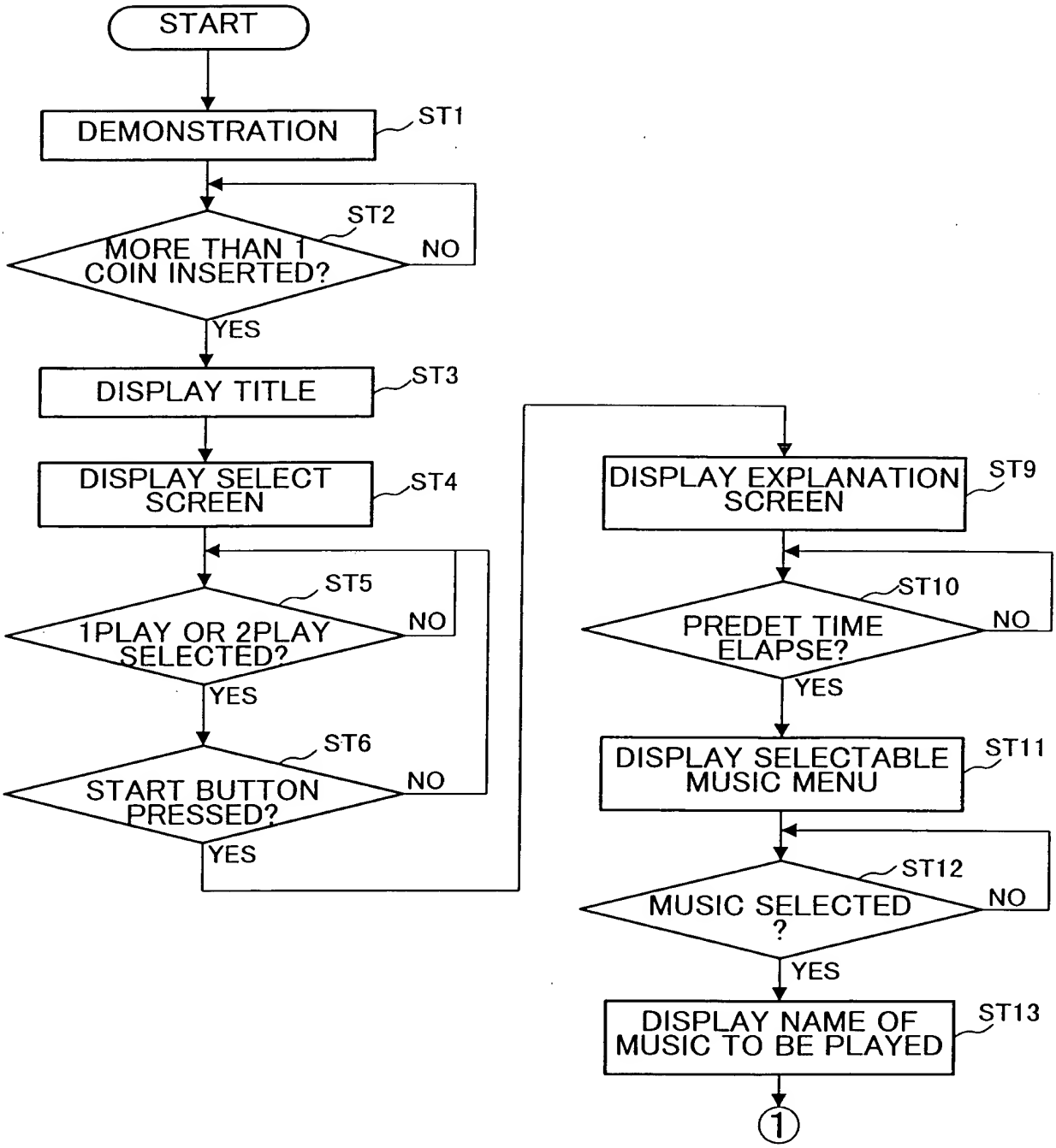

START
DEMONSTRATION
ST1
MORE THAN 1 COIN INSERTED?
ST2
NO
YES
DISPLAY TITLE
ST3
DISPLAY SELECT SCREEN
ST4
1PLAY OR 2PLAY SELECTED?
ST5
NO
YES
START BUTTON PRESSED?
ST6
NO
YES
DISPLAY EXPLANATION SCREEN
ST9
PREDET TIME ELAPSE?
ST10
NO
YES
DISPLAY SELECTABLE MUSIC MENU
ST11
MUSIC SELECTED ?
ST12
NO
YES
DISPLAY NAME OF MUSIC TO BE PLAYED
ST13
①

FIG.23

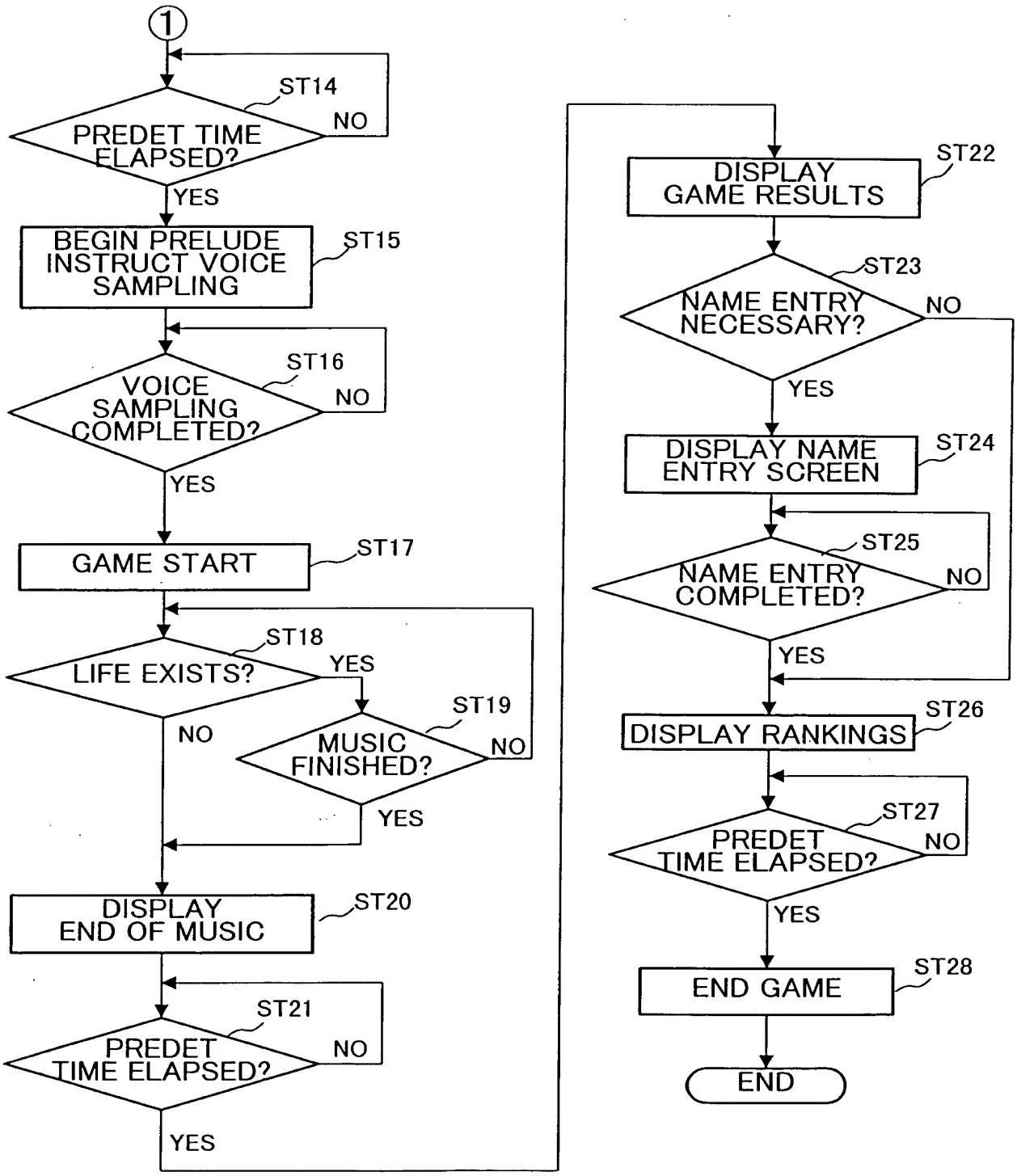
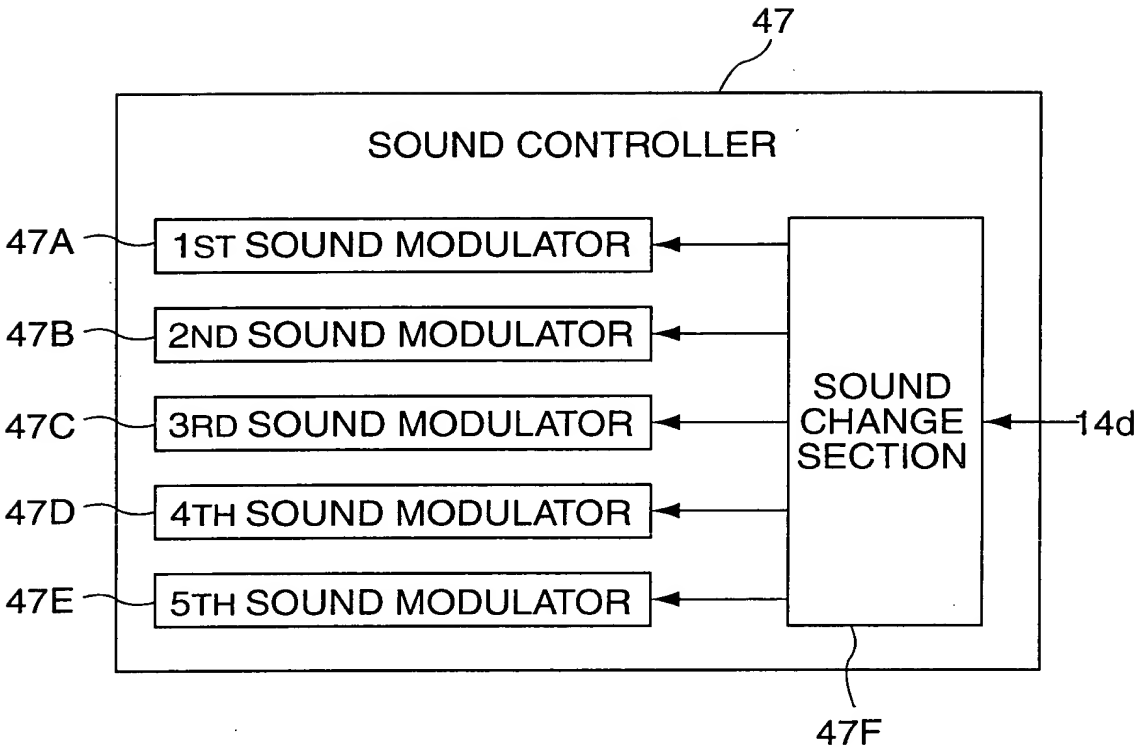

①
ST14
PREDET TIME ELAPSED?
NO
YES
BEGIN PRELUDE INSTRUCT VOICE SAMPLING
ST15
ST16
VOICE SAMPLING COMPLETED?
NO
YES
GAME START
ST17
ST18
LIFE EXISTS?
YES
NO
ST19
MUSIC FINISHED?
NO
YES
DISPLAY END OF MUSIC
ST20
ST21
PREDET TIME ELAPSED?
NO
YES
DISPLAY GAME RESULTS
ST22
ST23
NAME ENTRY NECESSARY?
NO
YES
DISPLAY NAME ENTRY SCREEN
ST24
ST25
NAME ENTRY COMPLETED?
NO
YES
DISPLAY RANKINGS
ST26
ST27
PREDET TIME ELAPSED?
NO
YES
END GAME
ST28
END

FIG.24


47
SOUND CONTROLLER
47A
1ST SOUND MODULATOR
47B
2ND SOUND MODULATOR
47C
3RD SOUND MODULATOR
47D
4TH SOUND MODULATOR
47E
5TH SOUND MODULATOR
SOUND CHANGE SECTION
14d
47F